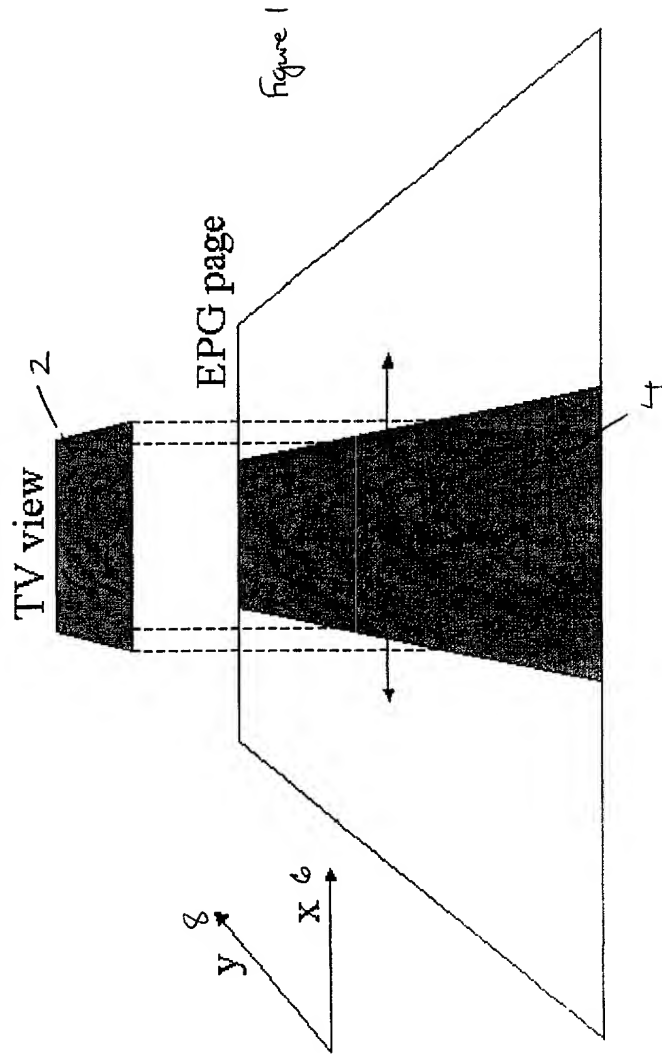
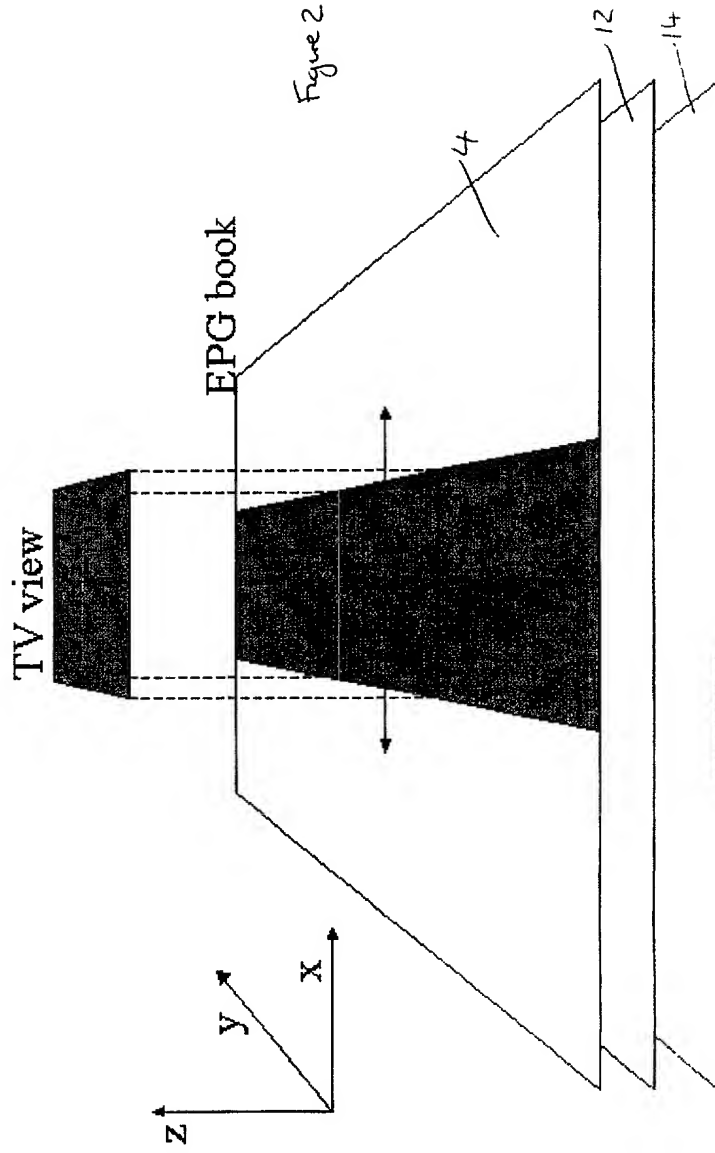


# Traditional EPG



# Organization of programming information in three dimensions



# Mapping z-axis to user input device

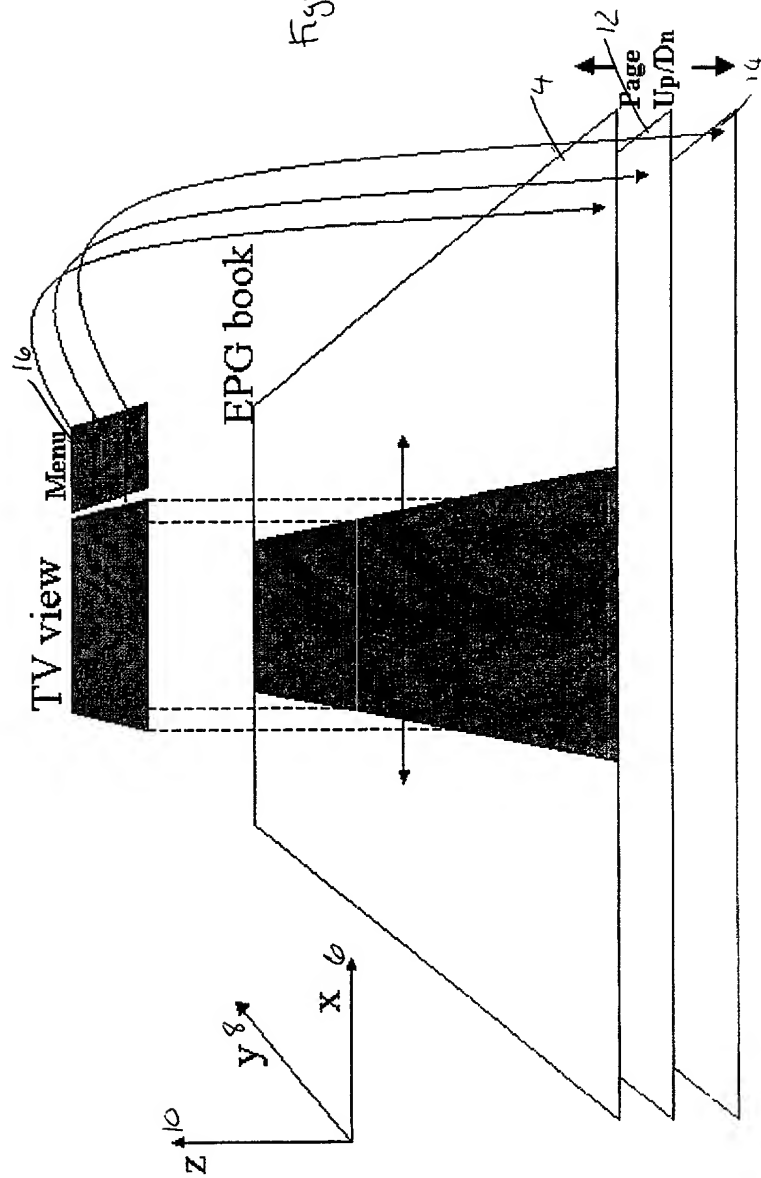
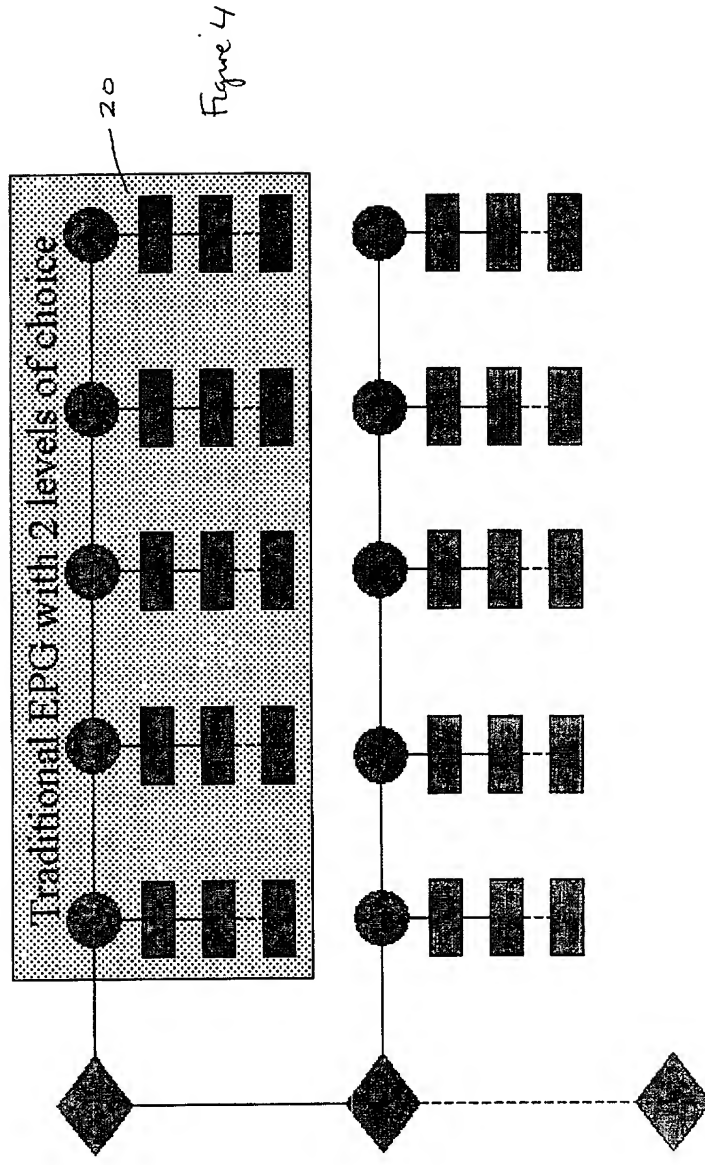


Figure 3

## Mapping the data for three levels of user choice



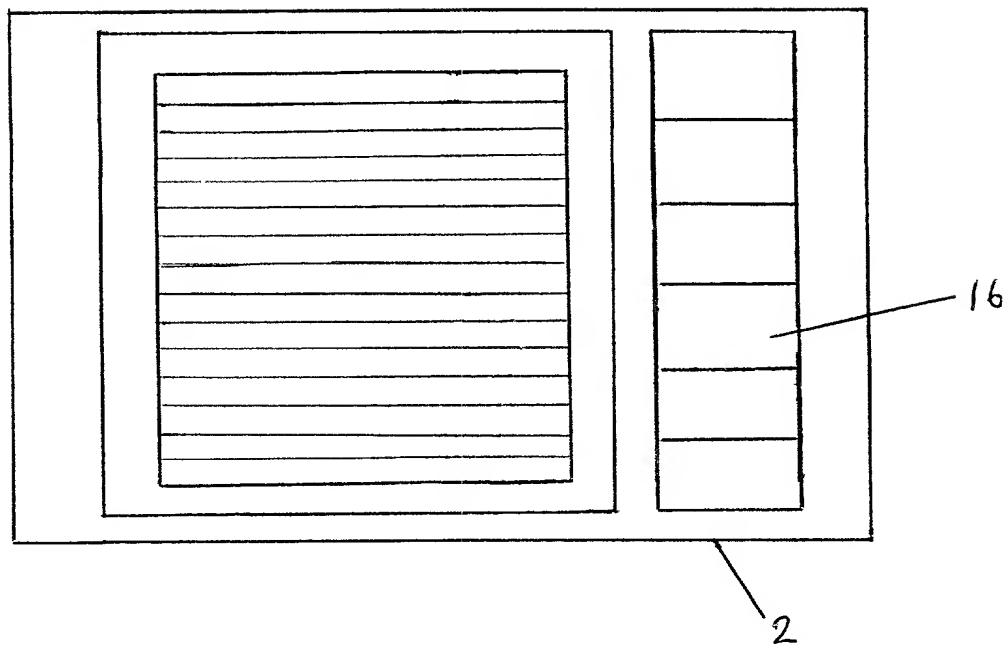


FIGURE 5